

TRAX CAT



What's a cat gotta do to get something to eat around here?? Everywhere I turn in this stinking city, there's some half crazed mutt on my tail! It's about time I evened the score and put those hounds right back in the pound where they belong, fat chancel! Oh hey, what's this? A bottle? The label reads "L'eau de Dog Warden" ..hmmm.. not a wine I've heard of but....

Getting Started

With your TV turned on, insert the Cat Trax cartridge into your Atari 2600 as explained in your user manual, and then turn on your console. The Cat Trax main screen will appear.

Press RESET or the joystick fire button to start.

The SELECT switch alters the maze color - wanna be a boy cat or a girl cat?

The Color/B&W switch can be used to pause (B&W) and unpause (Color) the game.

Use a joystick controller in port 1 to move your cat.

Gameplay

Cat Trax is set in a maze-like city with the Dog Pound at the top.

The object of the game is to move your opportunist cat around the city picking up all the food as it goes until the city is clear.



Cat (you)

Your cat earns 10 points for each titbit eaten.

Also on offer (from time to time) are bags of Catnip that earn your cat 200 points! These always appear towards the bottom/middle of the city map.



Catnip

Of course, this would all be kitten's-play if it wasn't for those darned dogs!



Dog (hiss)

Three angry mutts are on your tail and if they catch you, you lose one of your lives (you start with three, you did have nine but..well..you've been around). Lose them all and, that's it, it's chasing balls of wool in Cat heaven for you!

The Cat Strikes Back

However, all is not lost! In the kind of bizarre coincidence that could only happen in a videogame, a twisted genetic scientist has dumped a load of a special potion in the sewers...and occasionally a bottle pops up which your average inquisitive feline may happen to stumble across.

The potion (that was designed to grow hair on fish) has a VERY interesting side effect in that it transforms (for a short while) any cat that drinks it into....A DOG WARDEN!...complete with Van!



+



=



Cat

Unlikely Potion

Dog Catcher

At the sight of this those dogs start running but if you're quick you can bag them and stick them back in the pound (for a 100 point reward).

After a few moments (or if you manage to catch all 3 dogs) you transform back into your old self and the dogs are after you all over again.

Navigating the city (either on the offensive or defensive) is aided by the side alleys, run off the screen through one of these and you'll appear on the other side. Handy for getting those hard-to-reach snacks.

Watch out, though, as the dogs have also learned to use them!

Run as fast as you can, eat everything in your path, and you'll jump to a new city...with even WORSE dogs! Where's that potion?...



About Cat Trax

Cat Trax was an original release back in 1983 on the ill-fated Emerson Arcadia and, following the system's demise, was also programmed for the Atari 2600. This version only ever appeared on a European multi-cart under the name 'Cat n Mouse' and never had its full rightful release...until now.

Special thanks to Thomas Jentzsch, Joe Grand, Marc Oberhäuser and Eckhard Stolberg Box, label and manual designed by David Exton with help from Dale Crum (who also designed the logo)

Published by AtariAge (www.AtariAge.com)

Printed in USA Program ©1983 UA Ltd.

